```
Order
  # parent
  # type
  # subtype
  # done
  # group
  # targetlocation
  # suborders
  # messagequeue
  # actionstring
  + ChooseTarget()
  + PursueTarget()
  + ClearMessages()
  + Order()
  + Order()
  + Destroy()
  + Execute()
  + queryType()
  + queryAny()
  + eraseType()
  and 24 more...
  # ~Order()
  # Destructor()
Orders::ChangeHeading
+ ChangeHeading()
+ SetDest()
+ Execute()
+ getOrderDescription()
+ ~ChangeHeading()
# ResetDone()
Orders::FaceTargetITTS
+ FaceTargetITTS()
+ Execute()
+ getOrderDescription()
+ ~FaceTargetITTS()
    Orders::TurretAI
 TurretAI()
+ Execute()
+ getAverageGunSpeed()
```